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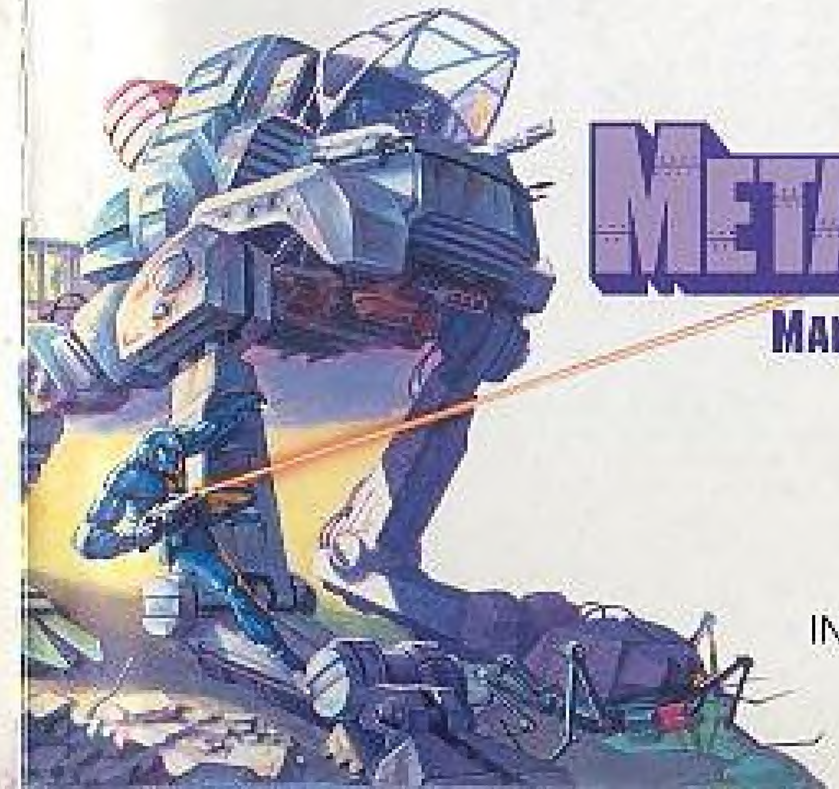

METAL MECH™

MAN & MACHINE

INSTRUCTION MANUAL

Ⓣ

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THANKS FOR BUYING METAL MECH™ FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES!

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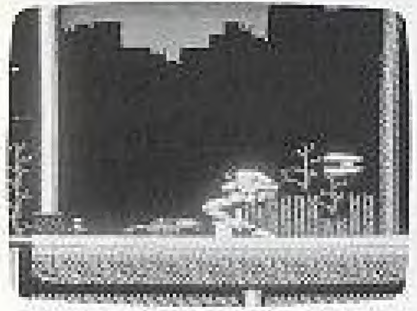
GETTING STARTED



1. Place the Metal Mech cartridge into your NES and turn on the unit.
2. The title screen appears. If you wait a few seconds, a demo of the game begins. Press START to return to the title screen when you have seen enough of the demo.
3. When you're ready to begin playing Metal Mech, press START from the title screen. You'll find yourself in control of a huge, powerful alien Metal Mech as it emerges from the warehouse where a small group of scientists has hidden it since its capture.

THE STORY OF METAL MECH

In the year 2025, a mechanical alien presence mysteriously appears on Earth. They are called...Metal Mechs. At first, there was little fear, but as time passed, it became clear that their presence was a menacing one. The Metal Mechs, an amazing array of half-alien, half-mechanical creatures with awesome firepower, suddenly went on the attack. Humans had to retreat into the cities and relinquish the wilder and less populated areas to Metal Mech control. Before long, the cities came under attack as well. It became clear that if nothing were done, the entire human race would soon be extinct.

One small remaining group of scientists in a warehouse was able to capture a large Metal Mech vehicle. They also learned that at the core of the Metal Mech invasion was a single alien ship controlled by the Alien Queen. Their plan was to use the captured Metal Mech in a last-ditch attempt to save mankind. All that was left was to find the one man who could pilot the Metal Mech into the heart of the alien strongholds in the hope of finding and destroying the Alien Queen.

You are Tony Martin, the chosen pilot, and your mission will be no Sunday drive. You're

the only hope.

Welcome to the all-terrain attack vehicle of the future. It mangles. It stomps. It blasts and blows its way through six, super-futuristic battlefields. It's a three-legged powerhouse, well-armored and well-armed, and it's up to you to turn its formidable power against the very alien invaders who manufactured it. It's Metal Mech, and it's awesome-oid!

THE OBJECT

Metal Mech provides a unique combination of exploration and adventure coupled with all-out, truly non-stop, shoot-'em-up action. In simplest terms, shoot everything in sight in order to defend yourself and to find special weapons, extra lives, special powers, fuel, and the all-important Level Keys that enable you to progress from one level to another.

Metal Mech is a game of both man and machine. You'll not only have to pilot the Mech, you'll also have to eject Tony from the Mech and direct his exploration into areas where the Mech can't go. You'll have to use both Tony and the Mech in tandem to have a prayer against the endless waves of alien machines that attack you from all directions.

If you can blast your way through the six, highly diverse levels and discover and collect everything you need to keep you going, you'll encounter the Alien Queen. Win that final battle, and you've completed your mission.

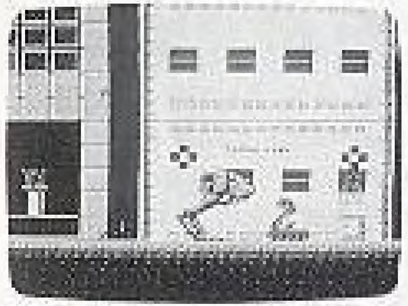
DISCOVERY AND COLLECTION OF ITEMS

Discover items for collection by shooting at just about everything. You'll know you've found an important item when you shoot something that changes to an icon (or graphic symbol) after it has been struck. Walk the Mech or Tony over to the icon and run into it to collect it. Many of the items only Tony can discover when he explores outside the Mech.

OVERVIEW OF THE SIX LEVELS

To help you get started in your quest, here's a quick look at what to expect in each of the six levels of the game.

Level 1 — The City



GOAL

Destroy enemy Mechs. Eject Tony from the Mech and search for special objects to help you survive. Find the Level Key that enables you to move to Level 2. When you have the Level Key, drive the Mech as far to the right as he can go. When you reach this destination, you'll begin Level 2.

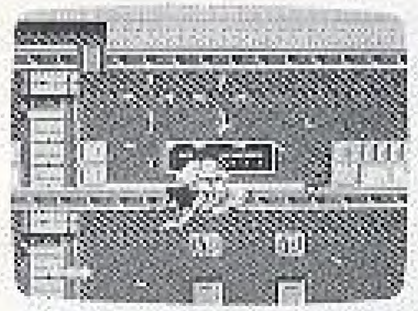
SOME THINGS TO LOOK FOR

Level Key, Smart Bombs, Extra Life, and more.

SOME OF THE ENEMIES YOU'LL ENCOUNTER

Rats:	They travel along the sewer system and can only hurt Tony.
Heli-bomb:	A flying Mech that dives toward its target.
Mech Tank:	Travels slowly but has a lot of firepower. Keeps its distance and fires a volley of mortars.
Catapault:	Launches a powerful star-burst above its target.
Dragonfly:	Bothersome Mech insect that fires stingers.
Mech Dog:	Cyborg that summons UFO Mechs. Won't harm you itself, but must be destroyed to stop the UFO Mechs.

Level 2 — The Towers



GOAL

Once you reach the end of the city, you'll enter the Twin Towers. Once again, you'll be looking for special items to help you survive while you hunt for the Level Key that enables you to move on to Level 3. After you find the Level Key, it's just a matter of finding the location that serves as the end of the level. When you reach the correct spot, you'll be transported into Level 3.

SOME THINGS TO LOOK FOR

Level Key, Smart Bombs, Rotary Turret, Efficient Reactor, and more.

SOME OF THE ENEMIES YOU'LL ENCOUNTER

Wheel: This is a rotating mine that is driven remotely by "watching eyes."

Pogo: A funky enemy that bounces on a pole. The Pogo releases harmful electrical pulses.

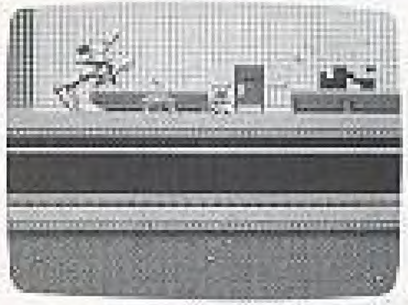
Slinky: This little Mech creature burps out an exploding ball.

Skull Tank: It's a powerful tank. You'll know it when you see it.

Electro: A device that transmits powerful radio waves that interfere with the control of any Mech in the vicinity. If your Mech starts acting screwy, you'll know there's an Electro nearby that Tony must destroy.

Ninja: This Mech launches Ninja star bombs in all directions.

Level 3 — The Sewers



GOAL

This is a very difficult level to survive. Tony gets quite a workout in Level 3. To exit this level, find the Level Key and then work your way to the location that serves as the end of the level.

SOME THINGS TO LOOK FOR

Level Key, "Salad Slicer" Weapon, Extra Health, Shield (for temporary invincibility), Efficient Reactor, and more.

SOME OF THE ENEMIES YOU'LL ENCOUNTER

Air Mine: A remote-controlled homing device. The "watching eyes" send out Air Mines to attack you.

Spider: This mechanical spider shoots in all directions.

Ticks: Ticks jump up at the Mech and explode.

Top-Walker: A topsy-turvy alien that hangs upside-down and walks on the ceiling. The Top-Walker drops acid on the Mech and Tony.

Turtle Tank: It looks like a turtle and acts like a tank.

Level 4 — Atlantis

GOAL

There's an item to find in Level 4 that's an absolute must (in addition to the Level Key and exit location, of course). Much of this level takes place underwater. You'll also have to find and use transporter machines.

SOME THINGS TO LOOK FOR

Level Key, Smart Bombs, Rotary Turret, Extra Life, Reactor Encasor, and more.

SOME OF THE ENEMIES YOU'LL ENCOUNTER

Submarine: This alien sub circles above the Mech and drops powerful mines.

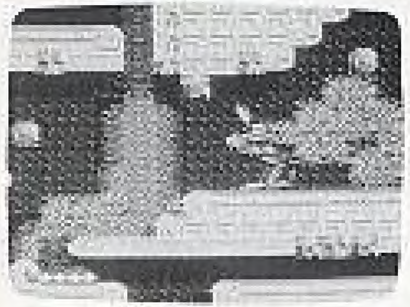
Blowfish: A unique Mech that attempts to attach itself to your Mech.

Dune Darts: Homing missiles that attack Mech and Tony.

Scorpio: Another nature-based Mech.

Repulsar Gun: An immobile but extremely powerful weapon.

Level 5 — The Alien City



GOAL

Free the human prisoners, destroy the alien eggs, and decimate the alien computer complex. Find and enter the transporter machine that takes you to the Alien Queen's Mothership.

SOME THINGS TO LOOK FOR

Spacesuit, Fuel, Cannon, Shield for Tony, Extra Health for Tony, "Salad Slicer" Weapon, and more.

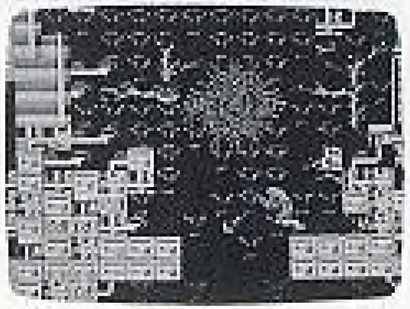
SOME OF THE ENEMIES YOU'LL ENCOUNTER

Borer: Goes through anything (including Mech).

Blob: Hangs from the ceiling and drops acid. It can't be destroyed, just avoided.

Alien Hover: A hovercraft that drops bombs on Mech.

Level 6 — The Alien Queen's Mothership



GOAL

You will note that you no longer have Mech! This time, it's just Tony with his jetpack, searching through the mazes of the Mothership for the Alien Queen. Tony's equipped with a sonic boomer to try to clear out an incessant barrage from some of the most dangerous aliens yet encountered. Your mission is clear: jetpack your way through the maze, find the Alien Queen, and destroy her.

SOME THINGS TO LOOK FOR

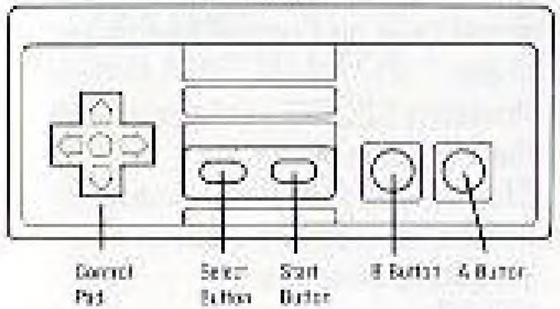
Extra Life, Extra Health for Tony.

SOME OF THE ENEMIES YOU'LL ENCOUNTER

Alien Drones: Basically, they try to devour Tony.

Eyeshockers: Mechanical lookouts that try to zap Tony.

THE CONTROLLER



CONTROLLER FUNCTIONS

The following explanation of controls is divided into two sections: controls of the Mech itself while Tony Martin is inside it and controls of Tony while he is outside it.

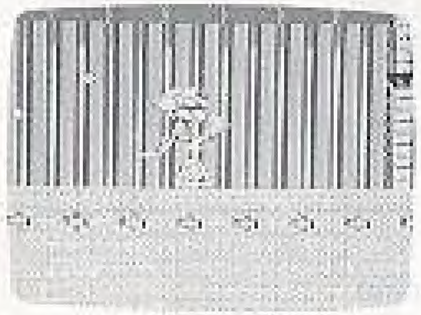
Metal Mech Controls

MOVE RIGHT:	RIGHT on Control Pad
MOVE LEFT:	LEFT on Control Pad
CROUCH:	DOWN on Control Pad
STOMP:	A button (some aliens can only be destroyed by stomping on them!
FIRE WEAPON:	Hold B button down; use directional keys on Control Pad to aim shots.
CHANGE WEAPON:	Pressing SELECT cycles through the available weapons.
FIRE SMART BOMB:	SELECT and B button. Smart bombs temporarily clear the screen of enemies.
COCKPIT/INVENTORY/PAUSE GAME:	START
EJECT TONY:	SELECT and A button or choose EJECT from the cockpit screen.

Tony Martin Controls

MOVE RIGHT:	RIGHT on Control Pad
MOVE LEFT:	LEFT on Control Pad
MOVE UP:	UP on Control Pad
MOVE DOWN:	DOWN on Control Pad
JUMP:	A button
FIRE WEAPON:	B button
PAUSE GAME:	START
RETURN TONY TO MECH:	SELECT and B button

GAME DISPLAYS



The only display on the main game screen is the status of your current life, as represented by the plus marks on the lower left-hand side of the screen. When Tony is in the Mech, the plus marks show the condition of the Mech. When Tony is outside the Mech, the plus marks show Tony's condition.

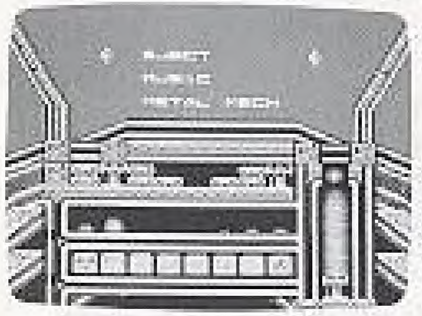
Four blue-colored plus marks show full health for either the Mech or Tony. As either the Mech or Tony takes hits from aliens, the plus mark furthest to the right changes from blue to green to red, then disappears, each color change showing further deterioration of either Tony's or the Mech's condition. When all four plus marks have been used up, the Mech or Tony blows up. If Tony is inside the

Mech and the Mech blows up, Tony is automatically ejected and can continue on his own until his condition deteriorates completely.

Mech and Tony each start the game with four lives. In addition, if you get beyond Level 1, when you use up all four lives you'll be given an option to continue the game on the same level with a new four lives. If you lose all four of those lives, you'll be given one more continue option and four more lives (giving you a total of 12 lives when you get beyond Level 1). But if you lose those four lives, the game is over.

When you run out of lives beyond Level 1, the options to CONTINUE or RETRY appear on the screen. Use UP and DOWN on the Control Pad to move the selection cursor to your choice. Then press the A button. RETRY restarts the game from the beginning.

COCKPIT/INVENTORY SCREEN



While Tony is in the Mech, press START to reach the Cockpit/Inventory screen. This screen gives you three options: EJECT, an alternative means to eject Tony from the Mech, MUSIC, which toggles the music off or on (sound effects remain on at all times), and METAL MECH, which lists some of the people who worked on the game. Use UP or DOWN on the Control Pad to move the selection cursor to the option you want, then press the A button to make the selection. To return to the game from the cockpit without making any selections, just press START.

The Cockpit/Inventory screen also shows you what you've collected and how much of it you have. The icons in green show what items

you have in your inventory, while the rising and falling, red-tinted bars above the icons indicate how much or how many of each item you have.

There are eight green blocks in which icons can be shown. From left to right, the blocks are reserved to show the following items:

1. REACTOR:	There are three phases that may be displayed. First is Green – Normal Second is flashing Red – Super Efficient Mode Third is Blue – When the Mech is underwater
2. SHIELD:	There are two phases that may be displayed. First is Green – Normal Second is Green and pulsating – High Power
3. CANNON:	Used for High Powered damage in a single direction.
4. SALAD SPLICER:	For those times when you need Hard Hitting Fire Power in ALL directions.
5. ROTARY TURRET:	Gives you 360 degree Rapid Fire capability.
6. REGULAR TURRET:	This is standard equipment on your Mech. It lets you Reek Havoc in five directions.
7. SMART BOMB:	This is a deadly device when activated, it effectively eliminates all enemies from the screen.
8. TONY'S LIFE METER:	This indicates the amount of lives Tony had available! (Tony starts with 3 lives).

The green bar to the right of the green blocks indicates the condition of the Mech. The higher the green bar rises, the better the condition of the Mech.

TIPS AND SUGGESTIONS

- Shoot everything, whether it moves or not! It's the only way to defend yourself against wave after wave of monstrous, mechanical maniacs, and it's also the only way you can find the extra lives, weapons, powers, and Level Keys that help bring you to the Alien Queen's Mothership.
- Map out the game as you go along. Metal Mech's six levels are made up of dozens upon dozens of screens. Mapping will help you remember where you found useful items, so that when you lose all your lives and start the game over or continue on the level you left off, you'll know where to go to get what you need.
- Tony will have to do a lot of exploration outside the Metal Mech to find things in areas where the Metal Mech simply can't go.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

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Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Jaleco is always developing video games for your Nintendo Entertainment System®, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name_____ Age _____ Male/Female_____
Address_____
City_____ State_____ Zip Code_____

How did you get this game? ☐ bought it ☐ got as gift
How many games do you own for your Nintendo?_____
How long have you owned your Nintendo?_____
Does your Nintendo have any other accessories?_____
☐ gun ☐power glove ☐power pad ☐other joystick ☐U-force
☐ NES Satellite Transmitter™ (4-player adaptor)
☐ NES Four Score™ (4-player adaptor)
If you own another joystick for your Nintendo, which one is it, and why did you want another stick?_____
Do you own a Game Boy™?_____

What kind of games do you like to play on your Nintendo?
☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games
☐ war games ☐ adventure ☐ driving games
How often do you play your Nintendo? _____
Do you ☐ play alone? ☐ with friends?
How do you learn about new games for your Nintendo? ☐ friends
☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV
Which TV shows do you watch? _____
Which magazines do you read? _____
_____
Which movie did you last see? _____
Do you have any brothers? _____ how old? _____
Do you have any sisters? _____ how old? _____

Thanks for answering our questions and telling us about yourself and what you like to play. Return this form to:
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.